

HERITAGE AND HALF-BREEDS: TRIXIES



Many gnomes live in the Feywild or in forests inhabited by fey creatures. Such forest gnomes may form a community with fairies, pixies, sprites, or other fey. Trixies are offspring of a gnome and one such fey.

WOODLAND BORN

Trixies embody all that is good about their parent races. They average around 2 1/2 feet tall and have beautiful gossamer wings. They tend to have pale complexions of natural colors, and have hair of every conceivable hue. Their eyes are always bright with curiosity and excitement.

CHEERFUL FOLK

Trixies share the delighted and care-free nature of their gnome parents, happy to squeeze life for every ounce of joy and adventure. Like forest gnomes and pixies, they are natural tricksters, and delight in practical jokes and puns. Trixies are curious and clever. Their minds are full of plans and solutions, but are quick to fly to some new enticing interest. Often filled with an insatiable wanderlust, they often become adventurers.

TRIXIE TRAITS

Your trixie character has certain characteristics in common with all other trixies.

Ability Score Increase. Your Dexterity score increases by 2, your Charisma score increases by 1, and your Strength score is reduced by 1.

Age. Trixies mature at the same rate humans do. They can live 350 to almost 500 years.

Alignment. Trixies are most often chaotic good. They tend to be minstrels, tricksters, and wanderers.

Size. Trixies are between 2 and 3 feet tall and average about 30 pounds. Your size is small.

Speed. Your base walking speed is 20 feet.

Flight. You have a flying speed of 25 feet. To use this speed, you can't be wearing medium or heavy armor.

Darkvision. Accustomed to twilit forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Magical Tricksters. You know the *minor illusion* cantrip. Charisma is your spellcasting ability for it.

Languages. You can speak, read, and write Common, Gnome, and Sylvan.



Art: Faerie Impostor by Johann Bodin